Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

1. (currently amended) A game apparatus for moving a moving object on a road in a virtual world, wherein line segments extend between the edges of the road and each of the line segments is divided into regions, said game apparatus comprising:

an input reception unit which receives an operational input from a player;

a storage unit which stores a ~~condition~~ position and a velocity of the moving object ~~(including a position of the moving object) and a road condition of the road~~ passage numbers, each of which represents a number of times the moving object passed through each of the regions;

a calculation unit which estimates a passage number representing a number of times the moving object passed at the stored position of the moving object from the stored passage numbers, and calculates an influence ~~received by~~ on the moving object based on the received operational input from the player, [[a]] the stored ~~current~~ position of the moving object, and ~~a road condition at the current position~~ the estimated passage number; and

an update unit which updates the stored ~~condition~~ position and the stored velocity of the moving object in accordance with the calculated influence, and ~~updates~~ increments the ~~stored road condition in accordance with a change in the condition of the moving object~~ passage number that was stored of the region which is intersected by a line connecting the previous position and the updated position of the moving object.

2. (currently amended) The game apparatus according to claim 1, wherein:

~~said storage unit further stores a velocity of the moving object as the condition of the moving object;~~

said calculation unit calculates an acceleration of the moving object as the influence ~~received by~~ on the moving object; and

said update unit updates the stored position and velocity of the moving object in accordance with the calculated acceleration.

3. (currently amended) The game apparatus according to claim 2, wherein:

said storage unit stores a reference frictional force at each position on the road ~~as the road condition~~; and

said calculation unit calculates the acceleration of the moving object by obtaining a frictional force given on the moving object ~~by changing the stored "reference frictional force at a current position of the moving object on the road" in accordance with a stored "current condition of the moving object"~~ the stored reference frictional force at the stored position of the moving object.

4. (original) The game apparatus according to claim 2, further comprising a display unit, wherein

said display unit displays at least one of the stored position and velocity of the moving object.

5. (canceled)

6. (currently amended) The game apparatus according to claim 2, wherein

said calculation unit calculates the acceleration of the moving object by obtaining a frictional force given on the moving object in accordance with the ~~stored "passage number of the moving object at a current position on the road"~~ estimated passage number.

7. (currently amended) The game apparatus according to claim 6, wherein

said calculation unit calculates the acceleration of the moving object in a manner that the acceleration increases as the ~~stored "passage number of the moving object at the current position on the road"~~ estimated passage number increases.

8. (currently amended) The game apparatus according to claim 7, wherein:

said storage unit further stores an objective route within the road;

said update unit updates the ~~stored~~ objective route that was stored in accordance with the ~~stored~~ passage number that was stored of the moving object; and

~~said~~ a display unit ~~further~~ displays ~~stored~~ objective route that was stored.

9. (currently amended) A game method for moving a moving object on a road in a virtual world, wherein line segments extend between the edges of the road and each of the line segments is divided into regions, by using a storage unit for storing a ~~condition~~ position and a velocity of the moving object ~~(including a position of the moving object)~~ and ~~a road condition of the road,~~ passage numbers, each of which represents a number of times the moving object passed through each of the regions, said method comprising:

an input receiving step of receiving an operational input from a player;

a calculating step of estimating a passage number representing a number of times the moving object passed at the stored position of the moving object from the stored passage numbers, and calculating an influence ~~received by~~ on the moving object, based on the received operational input from the player, [[a]] the stored ~~current~~ position of the moving object, and ~~the road condition at the current position~~ the estimated passage number; and

an updating step of updating the stored ~~condition~~ position and the stored velocity of the moving object in accordance with the calculated influence and ~~updating~~ incrementing the stored ~~road condition in accordance with a change in the condition of the moving object~~ passage number of the region which is intersected by a line connecting the previous position and the updated position of the moving object.

10. (currently amended) A computer program product resident on a tangible media comprising executable code that is executable on a computer system, the computer program product configured to move a moving object on a road in a virtual world, wherein line segments extend between the edges of the road and each of the line segments is divided into regions, said computer program product ~~for controlling a computer to function as~~ comprising:

code configured to direct the computer to receive operation input from a player with an input reception unit which receives an operational input from a player;

code configured to direct the computer to store ~~a storage unit which stores~~ a ~~condition~~ position and a velocity of a moving object ~~(including a position of the moving object)~~ and ~~a road condition of a road~~ passage numbers, wherein each of the passage numbers represent a number of times the moving object passed through each of the regions;

code configured to direct the computer to ~~a calculation unit which~~ estimate a passage number representing a number of times the moving object passed at the position of the moving object that was stored from the passage numbers that were stored;

code configured to direct the computer to calculate ~~calculates~~ an influence ~~received by~~ on the moving object based on the received operational input from the player, [[a]] the stored ~~current~~ position of the moving object, and ~~the road condition at the current position~~ the estimated passage number; and

code configured to direct the computer to update ~~an update unit which updates~~ the ~~stored condition~~ position and the velocity that were stored of the moving object in accordance with the calculated influence [[,]]; and

code configured to direct the computer to ~~updates~~ increment the ~~stored road condition in accordance with a change in the condition of the moving object~~ passage number that was stored of the region which is intersected by a line connecting the previous position and the updated position of the moving object.

11. (currently amended) A computer-readable information recording medium storing a program, in order to move a moving object on a road in a virtual world, wherein line segments extend between the edges of the road and each of the line segments is divided into regions, said program [[for]] controlling a computer to function as:

an input reception unit which receives an operational input from a player;

a storage unit which stores a ~~condition~~ position and a velocity of a moving object ~~(including a position of the moving object)~~ and ~~a road condition of a road~~ passage numbers, each of which represents a number of times the moving object passed through each of the regions;

a calculation unit which estimates a passage number representing a number of times the moving object passed at the stored position of the moving object from the stored

passage number, and calculates an influence ~~received by~~ on the moving object based on the received operational input from the player, [[a]] the stored ~~current~~ position of the moving object, and ~~the road condition at the current position~~ the estimated passage number; and

an update unit which updates the stored ~~condition~~ position and the stored velocity of the moving object in accordance with the calculated influence, and ~~updates~~ increments the stored ~~road condition in accordance with a change in the condition of the moving object~~ passage number of the region which is intersected by a line connecting the previous position and the updated position of the moving object.